



SUBRON SIX SMOKE BOAT SISTERS

U.S.S. Cutlass (SS 478)

U.S.S. Sea Leopard (SS 483)

U.S.S. Sirago (SS 485)

2007 Reunion ~ Schedule of Events

Wednesday, May 23, 2007

1800

Make preparations for entering port. Set the Maneuvering watch, station the Sea and Anchor Detail, moor Mobile, Alabama, outboard USS Drum.

Thursday, May 24, 2007

0600 - 0900

Crew Breakfast (on your own)

0800 - 1300

Tour of Historic Mobile

1000

Golf Outing

1200

Registration in the Lobby outside the Hospitality Room

1900 - 2000

Welcome reception in the Hospitality Room

Friday, May 25, 2007

0600 - 0900

Crew Breakfast (on your own)

0600 - 1330

Fishing Trip

1230 - 1330

Soup Down with Guest Speaker

1800

Dinner & Memorial Service on the USS Alabama

Saturday, May 26, 2007

0600 - 0900

Crew Breakfast (on your own)

0900 - 1300

Bellingrath Gardens Tour

0930 - 1030

Crew Muster at Quarters

1030

Business Meeting for each crew

1100 - 1600

Liberty Call

1330 - 1530

Bus Service to & from Battleship Park

1800

SSSBS ORI Competition

Banquet - Alabama Ballroom

Sunday, May 27, 2007

0700 - 0800

Sunday Quarters - Church Pennant ~ Hospitality Room

0800 - 0930

Breakfast & Farewell

1000

Liberty for off duty sections

1400 - 2100

Bus Departs for Biloxi Casinos

1100

Secure the Hospitality Room

Monday, May 28, 2007 - Memorial Day

0600 - 0900

Crew Breakfast (on your own)

0900

Liberty Call - All Hands

1200

Make preparations for getting underway. Set the Maneuvering watch, station the Sea and Anchor Detail, shift the Colors and make turns for home.

GOD'S SPEED & SAFE JOURNEY UNTIL WE MEET AGAIN

Subron Six Smoke Boat Sisters

Operational *Readiness Inspection* Games

May 25th to 27th, 2007

The purpose of the ORI games is to determine which boat, and crew, can achieve the highest level of performance while upholding the traditions of the service during a crew reunion. Competition will be based on the following guidelines and the boat with the highest number of points at 1600 hours on Saturday afternoon will be judged the winner and awarded such recognition as deemed appropriate by the reunion organizers.

Competition guidelines:

1. Winners of any competition will be awarded points as follows: 100 points to 1st place; 70 points to 2nd place; 40 points to 3rd place.
2. Areas of competition will include:
 - A. Basic Seamanship - Heaving line toss for distance and accuracy.
 - B. Weapons Handling - Frisbee toss at targets.
 - C. Target Acquisition - Solve a target plot problem.
 - D. Crew Qualification - Daily qualification questions.
 - E. Crew Participation - The largest number of crew attending the reunion.
 - F. Submerged Operations - Chief of the Watch simulate a dive.
 - G. 50 Bonus points each will be awarded to the crew who has the following:
 1. The crew member who has come to the reunion that lives the farthest away from the reunion site.
 2. The oldest crew member attending the reunion.
 3. The crew member who has been "Qualified in Submarines" the longest.
3. After all the competitions are completed, if there is a tie score, the boat with the most total attendance (crew members and guests) at the reunion, will win the tie.

Results will be posted in the Hospitality Room on a daily basis however, the final results will not be made available until the banquet.

Operational *Readiness Inspection Games*

Rule for Competition

HEAVING LINE TOSS

1. Each boat will submit a three (3) man team to compete.
2. A target will be placed on the ground and each team member will have the opportunity to throw the heaving line at the target.
3. Teams will take turns throwing the heaving line at the target.
4. If a team member misses the target, then that team is eliminated from the competition.
5. The target will be moved farther out after each round until all teams have been eliminated.
6. Points will be awarded in the reverse order in which teams were eliminated. In other words, the last team to be eliminated will be judged the 1st place winner,

WEAPONS HANDLING - Hot Straight, and Normal Drill

1. Each crew will submit a three (3) man team to compete.
2. A field of targets, representing a carrier task force, will be set up.
3. Each team member will have one (1) frisbee to attack the targets from a set distance.
4. Hits on targets will be assigned values as follows: Destroyers will count as one (1) hit. Cruisers and battleships will count as two (2) hits and carriers will count as five (5) hits.
5. Teams will take turns attacking the targets until a winner is determined.
6. The team with the most hits will be judged the winner, the team with the next most hits will be judged 2nd place and so forth.

TARGET ACQUISITION - Plot Drill

1. Each crew will submit a three (3) man team to compete.
2. An exercise will be submitted to each team to come up with a solution. Additional exercises will be submitted to break a tie.
3. Teams will be judged on speed and accuracy. The amount of time it takes them to solve the problem and how accurate their answer is.
4. Scoring will be based on the actual time that it took the team to arrive at a solution plus a penalty of two (2) minutes if their solution is not correct.
5. The team with the lowest score will be judged 1st place, the team with the next best score will be judged 2nd place and so forth.

SUBMERGED OPERATIONS - Chief of the Watch Drill

1. Each crew will submit a two (2) man team to compete.
2. Each team will be required to simulate diving the boat by going through the COW station duties.
3. The teams will be scored on the best time and fewest mistakes.
4. In the event of a tie, the teams will arm wrestle on the chart table to determine 1st, 2nd and 3rd place.